



CRYPT GUARDIAN

Insect • Myth • Leader

MOV COM RAN ARC MYT WND SAN

7/10 8/7 7/7 4/7 4 20 10

BLADED LIMBS COM • Base • Haemorrhage

DIGESTIVE ENZYME

RAN • 10' • Burn

LEADER This model when activated gains +1 AP.

WINGED This model automatically passes any jumping or falling tests it is required to make from any height.

SUREFOOTED This model ignores difficult terrain when moving.

GUARDIAN This model gains 1 re-roll this turn if it is within 4" of an objective.

INSATIABLE If this model does not make a COM attack during its activation, it suffers 1 WND as its activation ends. It may attack friendly models.

ABOMINATION This model causes Fear. SAN loss occurs regardless of whether you pass or fail your Fear test. If passed you may act as normal.

HARDENED CHITIN Any non-condition damage suffered by this model is reduced by 2 to a minimum of 1.



75MM BASE